OBJECTIVE
To lay a foundation for understanding and informed criticism of visual and informational artifacts as well as the methods of devising effective communication strategies.

OVERVIEW
This project-oriented course is aimed at theoretical and practical exploration of interaction design and civic media. We will start the semester by laying a foundation of interaction design and exploration of concepts, projects, and theories of civic media. We will then experiment with concepts and prototypes including one larger project in collaboration with community partners such as Fulton County Department of Health; Sweet Auburn Community; as well as other disciplines on campus such as Public Policy.

Readings for the course will include texts on civic and participatory media; theories of civic engagement and politics; as well as interaction design and communication design. The course is not limited to any technology but rather emphasizes problem finding, problem framing, and a wide range of design strategies including participatory, co-design, and ethnographic methods.

Students should expect to experiment with foundational theories of interaction design, and to apply their understanding in the design and implementation of proof-of-concept digital prototypes that support community needs.

Learning Outcomes
• Understand basic theoretical foundations of interaction design.
• Understand information design artifacts as reasoned and persuasive arguments that are audience specific and situated.
• Use the theories and topics presented in this course to identify the problems and analyze the issues of information artifacts in the respective rhetorical and problematic contexts.
• Create digital artifacts with an awareness of history, audience, and context.

+ Hands-on experience of creating digital interactive systems that address specific communities of use and application domains.

CLASS POLICIES
Evaluation
This course consists of discussions of selected readings, studio/critique sessions, and a set of projects.

Grades will be determined based on the following:
Project Assignments: 70%
Readings and Participation: 30%
* Also, see note on attendance
**Attendance**
Due to a significant amount of in-class material and work, prompt attendance and active participation in class discussions and group critiques is required. Three absences are allowed. After that, your grade will drop by one letter grade with every two absences. You will only earn a failing grade if you are absent for 6 sessions or more.

**Projects and Assignments**
Be sure to hand in your work in time. If you deliver your project later than the due date, your grade on that project will fall one letter grade. If you deliver your work more than one week after the due date, you will not earn any credit for it.

**Readings**
As you can see under grading section, I put a great emphasis on your preparation and participation in class. All of you are required to read the assigned papers/book sections and be ready to discuss them in class. In addition, I will be making you in charge of some of the readings in class in which case you will be required to open and lead the class discussion.

**Communication**
I will use email as means of communication for this course. It is your responsibility to check email often to obtain information related to the course. T-square is also used heavily for communication in class. Make sure to update the settings on your t-square page so you will receive automatic emails about announcements, readings, and assignments. **You are responsible for all announcements made in class, via email or t-square.**

**Office Hours**
Mondays 10:00 – 11:00. You can always request a meeting by email.

**Information for Students with Disabilities**
Please notify the instructor if you have any disabilities with which you need special assistance or consideration. The campus disability assistance program can be contacted through ADAPTS: [http://www.adapts.gatech.edu](http://www.adapts.gatech.edu)

**Honor Code Statement:**
Students are expected to adhere to the Georgia Tech Honor Code: [honor.gatech.edu](http://honor.gatech.edu)

**READINGS**
There are no required texts for this course, all readings will either be accessible via T-Square or online. The core readings are listed in the timeline. Other complementary readings will be distributed in class based on the interests and directions chosen by students.
COURSE SCHEDULE

Week 1, Jan 5
Course Overview
Overview of Projects and Partnerships

Week 2, Jan 12
Design Thinking
Reading: Hargraves and JafariNaimi: “Re-establishing the Center of Human-Centered Design”

Week 3, Jan 19
Four Orders of Design
Project Part I. Concepts and Sketches; Brainstorming and Critique

Week 4, Jan 26
Four Orders of Design
Project Part I. Concepts and Sketches; Brainstorming and Critique
Reading: “Wicked Problems in Design Thinking,” By Richard Buchanan

Week 5, Feb 2
Four Orders of Design: Projects and Practices
Project Part II. Storyboarding; Wireframe Development
Reading: The Siyazama Project: A Traditional Beadwork and AIDS Intervention Program” by Kate Wells, Edgard Sienaert, and Joan Conolly

Week 6, Feb 9
Four Orders of Design: Projects and Practices
Project Part II. Storyboarding; Wireframe Development
Reading: TBD

Week 7, Feb 16
Design :: Politics
Project Part II. Storyboarding; Wireframe Development
Reading: Do Artifacts have Politics? by Langdon Winner

Week 8, Feb 23
Design :: Politics
Project Part III. Begin Interactive Prototype
Reading: Do Politics Have Artifacts? by Bernward Joerges

Week 9, Mar 2
Design :: Deliberation
Project Part III. Begin Interactive Prototype
Reading: TBD
Week 10, Mar 9

Products :: Arguments

Project Part III. Interactive Prototype

Reading: “Rhetoric, Humanism, and Design”, Buchanan
“Shaping Belief: The Role of Audience in Visual Communication,” Ann C. Tyler

* Recommended Reading: “The Rhetorical Stance,” Wayne Booth

Week 11, Mar 16

SPRING BREAK

Week 12, Mar 23

Design :: Inquiry

Project Part III. Interactive Prototype

Reading: TBD

Week 13, Mar 30

Products :: Experiences

Project Part III. Interactive Prototype

Reading: John Dewey: “Art as Experience”

Week 14, Apr 6

Products :: Experiences

Project Part IV. Completion and Refinement

Reading: Technology as Experience (Selections) by John J McCarthy and Peter Wright (Author)

Project 4: Mapping

Week 15, Apr 13

Final Critiques and Presentation

Project Part IV. Completion and Refinement

Week 16, Apr 20

Documentation and Conclusion

Project Part IV. Completion and Refinement